

## CLAIMS AMENDMENTS

1. (Currently amended) A fishing board game comprising:
  - a game board having squares-like areas forming multiple paths around the board;
  - a plurality of cards indicating fishing lures;
  - a plurality of cards indicating a fish being caught with a specific lure;
  - a plurality of game pieces, one for each player; and
  - a pair of dice, one of which is used, for determining the number of squares each player moves for each play.
2. (Original) The game according to Claim 1, wherein at least some of the squares on the game board defines at least one of a fish of a certain weight and a lost lure.
3. (Original) The game according to Claim 1, wherein a plurality of squares on the board represent a tackle shop where different fish lures are obtained.
4. (Original) The game according to Claim 1, including a square representing a parking lot.
5. (Original) The game according to Claim 1, including a square on the board representing a boat ramp.
6. (Original) The game according to Claim 1, wherein said board includes a location for placing the a plurality of cards indicating fishing lures and the plurality of cards indicating a fish being caught with a specific lure.
7. (Original) The game according to Claim 3, including a card given to each player for a second chance to visit the tackle shop.
8. (Currently Amended) A fishing board game comprising:
  - a game board having squares-like areas forming at least two paths around the board;
  - a plurality of square-like areas in one of said at least two paths representing a tackle shop;
  - a plurality of cards indicating fishing lures;
  - a plurality of cards indicating a fish being caught with a specific lure;
  - a plurality of game pieces, one for each player; and
  - a pair of dice, one of which is used, for determining the number of squares each player moves for each play.

9. (Original) The game according to Claim 8, wherein at least some of the squares on the game board defines at least one of a fish of a certain weight and a lost lure.

10. (Original) The game according to Claim 8, wherein the plurality of tackle shop square-like area on the board represent different fish lures.

11. (Original) The game according to Claim 8, including a square representing a parking lot.

12. (Original) The game according to Claim 8, including a square on the board representing a boat ramp.

13. (Original) The game according to Claim 8, wherein said board includes a location for placing the plurality of cards indicating fishing lures and the plurality of cards indicating a fish being caught with a specific lure.

14. (Original) The game according to Claim 10, including a card given to each player for a second chance to visit the tackle shop.

15. (Original) The game according to Claim 10, wherein movement of the players begins counter clockwise into the marina/tackle shop, then clockwise around the outer path, and then counter clockwise to the boat ramp.

16. (Original) The game according to Claim 10, wherein the game has a tournament winner and a winner with the largest fish caught.

17. (Currently amended) - A fishing board game comprising:  
a game board having squares-like areas forming two paths around the board, the fish path beginning at a boat ramp;  
a plurality of square-like areas in one of said two paths representing a tackle shop;  
a second of said two paths representing a lake;  
a plurality of cards indicating fishing lures;  
a plurality of cards indicating a fish being caught with a specific lure;  
a plurality of game pieces, one for each player; and  
a pair of dice, one of which is used, for determining the number of squares each player moves for each play.